SUBPROGRAME STRINGURI

**PROCEDURI**

**DELETE (**de\_unde\_sterg, poz\_inc,nr\_car**)**

**Ex.**

**Var s:string;**

**S:=’test’**

**DELETE(s,2,2) => s=’tt’**

**Observatie:** evitati sa folositi structura repetitiva FOR la stergere ( la stergerea unui caracter se deplaseaza toate caracterele cu o pozitie spre stanga )

**INSERT (**pe\_cine\_inserez, unde\_inserez, poz\_inceput**)**

**Ex:**

**Var s1,s2:string;**

**S1:=’tes’ s2:=’test’**

**Insert(s1,s2,3); => s2:=’tetesst’**

**Conversia unui sir intr-un numar**

**VAL (**sir\_ptr\_care\_vreau\_conversia\_in numar vb.numar\_care\_primeste, cod\_eroare**)**

**VAL(sursa,destinatie,cod)**

Obs: daca se poate face conversia sirului intr-un numar atunci cod=0, altfel =prima pozitie unde s-a blocat conversia

Ex:

Var s:string; x:integer;

S:=’123’

Val(s,x,cod)=> x:=123; si cod=0;

Daca s:=’12a4’ Val(s,x,cod)=> x:=0; si cod=3, pe pozitia 3 s-a blocat conversia;

**Conversia unui numar intr-un sir**

**STR(**numar\_sursa, string\_destinatie**)**

**Ex.**

**Var s:string, x:integer;**

**X:=123;**

**Str(x,s); => s:=’123’**

**FUNCTII**

Lungimea\_sirului**:= LENGTH(sir\_sursa)**

Var s:string; l:integer;

s:=’bac’; l:=length(s);=> l=3

sir:= **COPY(de\_unde\_copiez, poz\_inc,nr\_caractere)**

var s1,s2 :string;

s2:=’bacalaureat’; s1:=copy(s2,1,3) => s:=’bac’

pozitia\_unui\_subsir:=**pos(pe\_cine\_caut, unde\_caut)**

**var:** s:string; p:byte;

s:=’bacalaureat’; p:=pos(‘cal’,s) =>p=3

p:= pos(‘a’,s) => p=2;

**Codul ASCII al unui caracter/numarul de ordine (0:255)**

**Vb\_numar:=ORD(caracter)**

Ex: var x:byte;

X:=ord(‘A’) => x=65

X:=ord(‘a’) => x=97

X:=ord(‘0’) => x=48

**Obs:** diferenta dintre coduri

**ord(‘A’)-ord(‘a’)=32**

Caracterul unui cod ASCII

vb\_char:=**CHR(cod\_ascii)**

Ex. var c:char;

C:=chr(65); => c=’A’

C:=chr(ord(‘A’)) => c=’A’

**RECORD**

**Type**

**data\_n=record**

**an,luna,zi:integer;**

**end;**

**elev=record**

**nume:string:**

**dn:data\_n;**

**nota:real;**

**end;**

**var x:elev**

x.dn.luna

x.nume….